Cultist | The Witcher Fanon Wikia

the-witcher-fanon.fandom.com/wiki/Cultist

This fan-fiction article, **Cultist**, was written by Adalwulf of Aedirn and Witcher190. Please do not edit this fiction without the writers' permission.

A fallen priest leader of a dark cult

A **cultist** is a person who, as the name suggests, worships a being or group of beings with whom—unlike a priest or related figures—they have a more direct and “real” connection. This worship is typically self-serving, as the cultist offers their devotion (and often something more) in exchange for something from the being(s). What is offered in return varies depending on the being(s) in question, but it is usually something that falls under the broad concept of power.

Some cultists might also be demonologists if their source of worship is of the darker variety.

- 1 Differences between a cultist religion and a standard religion
- 2 Differences between a cultist, a priest, and a warlock/witch

- 3 Difference Between a Cultist and a Demonologist
- 4 Cultists Ranks
- 5 Powers of the Cultists
- 6 Types of cultists
- 7 Notable Cultist Religions
- 8 Notable Cultists
- 9 Notable Cultist Organizations
- 10 Image Credits
- 11 Notes

Differences between a cultist religion and a standard religion

The difference between a cultist religion and a standard religion lies in the approach. In a standard religion, most practices are carried out because the values of that religion have shaped the person's identity and behavior. In contrast, a cultist religion takes a much more individualistic approach, where actions are primarily motivated by personal gain rather than moral or communal values.

Differences between a cultist, a priest, and a warlock/witch

Although many believe they are the same, this is not the case. A priest (and its derivatives, such as clerics) receives their power through an unconscious channeling of magic, which they believe to be divine. This power is usually manifested through invocations, or more complex magics called miracles.

A cultist may or may not receive power from an entity that is somewhat "real" as mentioned prior, and that they believe to be divine—emphasis on *believe*. In most cases, this power is given in exchange for something.

A warlock or witch, on the other hand, draws power through emotional channeling of magic.

Two notable examples of cultists would be:

- The cult of the Allgod in Velen, where the villagers contacted a supposed "god" that was actually a sylvan tricking them. In exchange for food offerings, he would grant them "blessings."
- Or those cults formed by fallen priests, who serve spirits such as demons.

Difference Between a Cultist and a Demonologist

The distinction between a cultist and a demonologist lies in their relationship with the summoned entity or entities.

A cultist may have an equal or subordinate relationship to the being(s) they venerate and summon, but will never truly control them. Their power is granted at the whim of these entities.

A demonologist, on the other hand, wields dangerous—and in most places, forbidden—magic to conjure beings from other planes, seeking to harness their power through bargaining, coercion, or outright control.

Cultists Ranks

Although the ranks among cultist groups vary depending on the cult, the region, the country, and even the language, many tend to share a similar structure to the following one, from lowest to highest:

- **Worshiper**: Equivalent to an initiate in a regular religion.
- **Accepted**: As the name suggests, someone who has been accepted by the entity or entities the cultists worship and summon.
- **Favored**: One who has managed to obtain something from the worshiped and summoned being(s). They obtained in exchange Lesser Gifts.
- **Devoted**: A rank above the Favored. Receives Intermediate Gifts.
- **Adored**: A rank above the Devoted. Receives Greater Gifts.
- **Awakened**: Essentially the leader of the given cult, often its founder. Usually possesses all three types of gifts.

Powers of the Cultists

If cultists are not magical users themselves, they receive so-called gifts from the being or beings they worship.

These gifts act as equivalents to Signs, Invocations, or Miracles, in terms of magical power. The key difference is that they require a sacrifice to the entity or entities in order to obtain them.

- **Lesser Gifts**: Essentially very simple spells or minor extra abilities. For example, summoning lesser spirits or beings to act as personal protectors. A clear example of this would be The Caretaker, summoned by Olgierd von Everec after his pact with Gaunter O'Dimm or the Spider's Tongue used by duke Ponderic of Gemmeria.
- **Intermediate Gifts**: More complex spells, equivalent to the invocations of druids or priests, or more intricate extra abilities. For instance, being cursed with therianthropy.
- **Greater Gifts**: Highly complex spells, on par with those cast by mages, or abilities that far surpass human—or even post-human—limits. Inmortality and invulnerability being two notorius examples.

Each gift, in addition to the required sacrifice, usually brings a loss of sanity, which may ultimately lead to death if the cultist demands too many gifts. This loss of sanity can manifest in various forms—not always the stereotypical schizophrenia. In Olgierd's case, for example, it was reflected in his "*heart of stone*."

Types of cultists

Although popular perception says otherwise, not all cultists are evil.

The only thing they truly have in common is that, as already mentioned, their worship is typically self-serving and individualistic, as the cultist offers their devotion (and often something more) in exchange for something from the being or beings they worship and summon. What is offered in return varies depending on the entity in question, but it usually falls within the broad concept of power. This devotion is made to obtain power, individually, and for a wide range of personal reasons.

Thus, there are at least four distinct types of cultists, regardless of the object of their worship:

- **Individualist Cultist:** This is the archetype commonly associated with the "evil cultist." These are people who usually have no power—or very little—and seek to gain it or increase it for selfish purposes, although not necessarily to take revenge on the world.
- **Communal Cultist:** A cultist who seeks personal power in order to help their community, as the name suggests. In most cases, this community is limited to family and close friends. They don't seek power to be above others, but rather to improve their own life and the lives of those close to them. Some so-called "evil cultists" actually fall into this category.
- **Selfless Cultist:** As the name implies, this cultist seeks personal power in order to help as many people as possible.
- **Nihilistic Cultist:** The third most common variant of the "evil cultist," this one seeks personal power simply to "watch the world burn."

Notable Cultist Religions

- Cult of the Allgod (Velen)
- Svalblod Cult (Skellige)
- Coram Agh Tera Cult (spreaded to different places, origin in Loredo, Geso)

Notable Cultists

- Ashitas of Daevon: The Head Priestess of the cult of Coram Agh Tera in the Kaedwen branch, she is also the wife of Hreros.
- Hreros of Ard Carraigh: The Head Cultist of the cult of Coram Agh Tera in the Kaedwen branch, he is also the husband of Ashitas.
- Artis: A fallen Druid and former leader of the Svalblod Cult.
- Hrolf: A fallen Druid and leader of the Svalblod Cult
- Kragnell: Fallen Druid and a cultist of the Svalblod Cult, though not a Vildkaarl.

Notable Cultist Organizations

Eternal Eclipse

Image Credits

Cultist Priest Gwent Card Art by Karol Bem.

Notes

- This article is free to edit and add to. Just add your writer tag if you do.
- To see the Homebrew The Witcher TTRPG class, click this link: Cultist (Homebrew class)